

DIRECTIONS FOR PLAYING

The Game of New Testament Books

1. There are thirty-eight cards in the game. These cards are arranged to form eight books of four cards each, and one book—JOHN, the prize book—of six cards. Each book relates to one New Testament book or group of books, and points out some characteristic chapters. The cards of a book bear the same Picture and Book Number. The cards relating to the Book of Matthew are numbered "Book 1, Card 1," Card 2, etc. Those relating to Mark are Book 2—Cards 1, 2, 3, 4.

2. Three games may be played with these cards—the Number Game, the What Game, the Where Game. All are modifications of the well-known game of Authors, and, as explained below, require different degrees of knowledge and skill. It will be well for any company taking up the cards for the first time, to try first the Number Game, and become familiar with the cards; then the What and Where Games may be taken up.

3. Three or more persons are needed to play the game. The one who gets the largest number of books wins. The Prize Book—~~4, the Book of John—has six cards and counts double.~~ If preferred, a value of five may be placed on each book and ten on the Prize Book, and the game awarded to the one making the highest score.

NUMBER GAME.

Children just able to read can play this game. It requires only ability to read the designating numbers on the cards.

1. Shuffle the cards well and deal five to each player, placing the remainder in a pile in center of table, to be called the Library. Let each player look over his cards, and sort them by placing together two or more of any given number which he may hold.

2. The person seated at the left of the dealer begins the game. Finding, for example, that he holds Card 1 of Book 2, he asks some other player to give him Card 2 of that book. If this player is able to do so he gives the card, and the first player continues, asking perhaps for Card 3 of Book 2. When the one asked is unable to give the card asked for, the player draws a card from the Library. If this should chance to be the card asked for, he can continue playing; if not, the next player takes his turn and proceeds in the same way. One must hold at least one card of a book in order to ask for other cards of that book. As soon as one secures the four or six cards making a book, let him say, "I now have the Book of Mark" (or whatever the book may be), and place this on the table in front of him.

THE WHAT GAME.

1. Deal cards as for the preceding game. If five or more are playing, it will be well to distribute all the cards, as evenly as may be, and omit the Library.

2. The players must ask for cards, not by numbers, but by name. One asking for a card must tell the "What" of the card he desires. For example, suppose one holds Book 5, Card 2. He sees that Card 1, which he desires, is "The History of the Early Church,"—he must, therefore, ask for "The Acts." Desiring Card 3, he must ask for "Stephen, the First Christian Martyr." To obtain Card 4, he must ask for "Paul, the Missionary to Gentiles." Again, one holding Book 6, Card 3, and seeking to collect that book, will ask for Card 1, "Paul's Epistles to Churches," and repeat the list of those Epistles, then the holder will surrender the card; but if he is not able to repeat the list, the holder can keep it. To obtain Card 2 of Book 6, he will ask for "Paul's Epistle to Romans which has the 'No Condemnation' Chapter," while Card 4 is "Paul's Epistle to Ephesians which has the 'Christian Armor' Chapter."

THE WHERE GAME.

This game will be played the same as the above, but, in addition to telling the "What" of the card, the player asking for that card must tell also the "Where." Thus, "The Sermon on the Mount, in which Jesus tells who are blessed, found in Matt. 5, 6, 7," or, "The Epistle of James, with the 'Tongue' Chapter (Jas. 3)."

(GAME IS ILLUSTRATED)

DAVID C. COOK
Publishing Co.

ELGIN, ILLINOIS